



CIVILIZATION ΛΔ ΞV 7KΛHΔ7 01Λ ΞV 7KΛHΔ7 01Λ INK ANΛV FVYΔΛV ΛΔ ΞV ANK7 ΔK7Λ 7ΔVΔKCVΛW7 01KΛV 3V ΔVΛΛ VΛF 01KΛVΛ

**Duinuogwuin****Attribute Dice:** 18D**DEXTERITY** 2D/5D**KNOWLEDGE** 2D/5D**MECHANICAL** 1D/4D**PERCEPTION** 2D/5D**STRENGTH** 3D/6D**TECHNICAL** 2D/4D**Special Abilities:***Flight:* Duinuogwuin can fly in both space and atmosphere.*Space Survival:* Duinuogwuin can survive in deep space without any artificial protection. They must make a *stamina* roll after every full month in space, beginning at an Easy difficulty level for the first month, and increasing in difficulty by one level for each additional month. If they fail, they must go to the nearest planet with a Human-friendly atmosphere as soon as possible.*Force Skills:* *Control 2D, sense 2D, alter 1D.* It is believed that one in three Duinuogwuin possess Force skills.*Force Powers:* Varies by individual.**Story Factors:***Isolation:* Duinuogwuin live in self-imposed isolation.*Monster:* A few Duinuogwuin are true monsters. They are mindless ravaging creatures who seek only to destroy.*Evil Cunning:* Still other Duinuogwuin are simply "evil", and they use their intelligence to manipulate and destroy others. The Star Dragons, being a "distanced" people, also consider these beings "genetic mistakes" and "non-intelligent". In truth, they are among the most dangerous creatures in the galaxy - and the older they get, the more dangerous they are.**Move:** 18/25 (walking); space: 5, atmosphere: 210; 600kmh (flight)**Size:** 10-100+ meters long[Home](#) | [Site Map](#) | [Contact Us](#) | [What's New](#) | [More info](#)

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